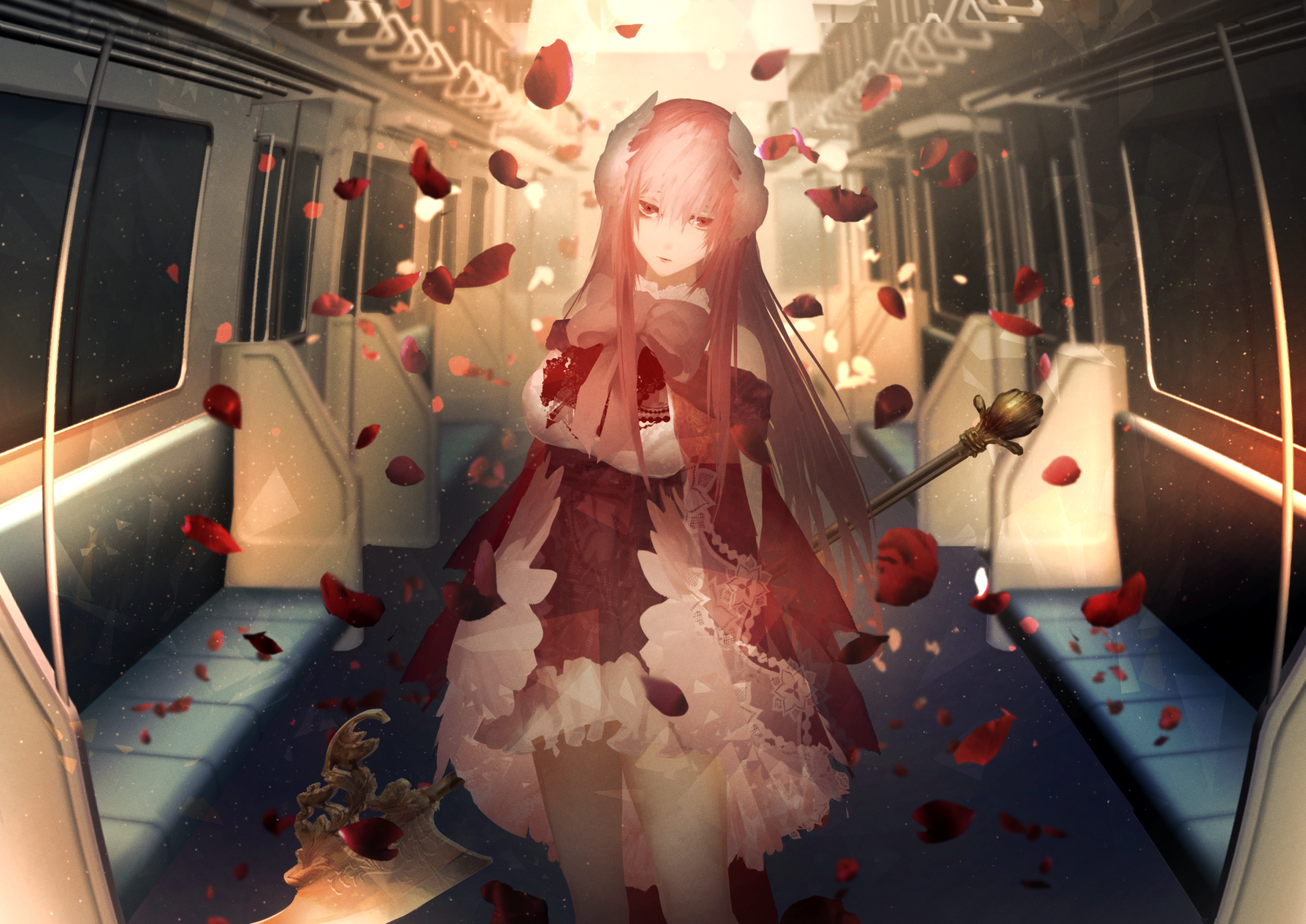
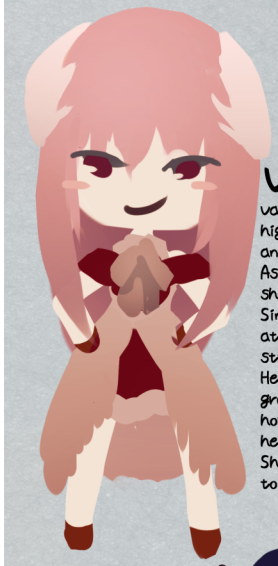
MAGICAL
DEATHPAIR

It is November 2020 in a world where witches secretly protect Tokyo's peace.
A sudden monster appearance causes a huge rise in missing persons.
Sixteen of the best witches are sent out to deal with the problem
and find themselves in a game of life and death.



Member Height Comparison

Some are wearing heels or platform shoes,
so this side-by-side comparison
only shows their relative height when clothed.



vastine

vastine has a very
high opinion of herself
and never shows weakness.
As far as she is concerned,
she is the best.
Since she is not very good
at using her head,
strategy is not her forte.
Her attitude fluctuates
greatly depending on
how much she likes
he other person.
She can also be cold
to strangers.

Izala

Izala is a delusional
attention seeker and
a compulsive liar who
likes to derail discussions
in complicated directions.
He also gets sad when
ignored and has no friends.

Sazaluka

Sazaluka is obsessed
with grace and elegance.
Much of what he says
sounds arrogant
and condescending.
The fact that he has
to take care of his
uddy is a constant
source of irritation.

Perf

Perf is a soft and
soothing boy who just
wants everyone
to get along.
If anyone goes against
his motto,
he is not afraid
to use force.

Glassical

Glassical is mysterious
in appearance but quite
emotional deep down.
Since his behavior actions
are often suspicious,
vas remains wary of him.
In reality, Glassical
knows vas through his
skill of foresight
and has grown fond of her.

MutSukumo

MutSukumo became a
witch because he was
bored with daily life.
He constantly seeks
exciting thrills
and violence.

Merloa

Merloa is the queen
of overreacting.
She is clumsy, foolish,
and a crybaby but is
quick when it comes
to running away.

Azumano

Azumano is quiet and
hates everyone.
She tends to lose sight
of her surroundings
at the flip of a switch.

Barokuro

Barokuro kills all monsters on sight.
He hates those who go easy on him and has no mercy for his enemies.
...At least that is what he says.
Meow.

Reverie

Because Reverie has a strange way of speaking, many consider him difficult to talk to.
He falls in love with his buddy at first sight.

Neville

Neville is a tomboy with a cool attitude.
She is thorough when it comes to reporting, communicating, and consulting.
If something happens, she is the first person to appear on the scene and spread the word.
She is great at facilitating discussions and an excellent leader.

Millephina

Millephina is sharp tongued with an honor student mentality.
While she often tries to act like an exemplary person, she is emotional and violent deep down.

Giginose

Giginose is very similar to Vas.
While usually indifferent, his true nature comes out on the battlefield.

Lily

Neither good nor bad, Lily is just your average girl.
While her buddy's obsession with her makes her somewhat uncomfortable, it does not entirely upset her.

Gretten

Gretten is a wannabe cowboy and the mood maker of the group.
He has a loud voice and is one of the more ensible members among everyone present.

Darim

Darim's flirtatious personality makes everyone think he is a carefree womanizer.
In reality, he cares deeply about others and is loyal to a fault.

Monipi-chan

The regional witch manager.

Monipi looks cute and sweet to fit in with
images in modern Japanese culture but
is suspicious people continue to be wary of her.

Witch Management and Administration

Originally the inhabitants of another world,
witches came to Japan in pursuit of a single monster
which escaped to this planet.
That monster was quickly defeated,
but not before it began making contracts with humans,
and now more monsters are propagating like rats.
In order to restore order to this world,
all monsters must be exterminated.
Local people were hired as witches to aid
the original witches in this effort.

Since monsters thrive on negative emotions,
they are usually found in highly populated urban areas.
Ever since the first monster landed in Tokyo,
all other monsters have had little incentive to appear anywhere else.

Witches are able to quit if they want. All they have to do is submit a request.
(However, this can only be done outside of a monster's barrier.)
Upon quitting, the witch's memories will be erased and they can return
to their normal life.

The task will be done when all monsters have been defeated.
Then, and only then, can the management team return to their world.

What Are Monsters?

Any human who makes a contract with a monster becomes a monster themselves.
Unable to exist in the real world, monsters create alternative spaces with barriers and attack any unfortunate human who wanders in.
The stronger they become, the easier it is for them to wreak havoc on humankind. Witches who become monsters are particularly strong.

Monster Types

Predatory-type

These monsters have no self-awareness or intelligence and feed off human flesh. They are born from humans who are not fit to become monsters.

Vindictive-type

These monsters feed off negative human emotions for strength.
Since they have the same self-awareness and appearance they had as humans, they tend to act according to their human feelings and agendas.

What Are Witches?

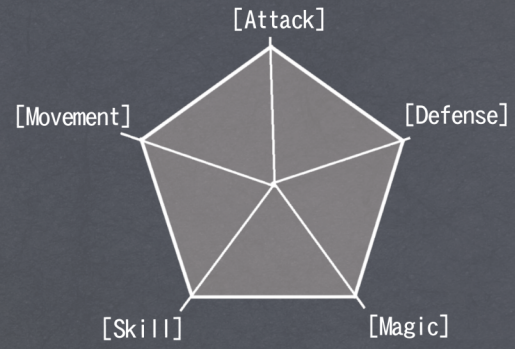
Witches are humans transformed with magic from the management team.
They have enhanced physical abilities and can use magic for both offense and (in non-fatal instances) healing purposes.

What Is Magic Power?

Magic power is an indispensable source of energy. It is used to perform skills, heal wounds, summon weapons, regenerate costumes, etc. Low magic power can affect physical health. Everyone has different capacities.

Weapons	All witches are free to pick one weapon of their choice. The larger and more complex the weapon, the more magic power it costs to summon it.
Skills	All witches are free to pick one skill of their choice. Its usage depletes magic power and some skills have certain requirements to function.
Costume	All witches can wear the costume of their choice. Any impractical costume will be altered. Costumes can be fixed with magic when damaged.
Brooch	A useful, four-dimensional storage space for items and weapons.

Stats and Effects



Attack.....Boosts movements that require physical strength
Defense....Decreases damage from attacks and boosts natural healing
Magic......Boosts magic power capacity
Skill......Boosts accuracy and the five senses
Movement...Boosts speed and jump distance and decreases damage from falls

Since there is a limit to how much magic witches can handle, it is not possible to max out all of their stats.
Therefore, it is important to prioritize stats that are important to them.
Stat allocations allow witches to do just that.
However, high stats do not guarantee the ability to use each skill.
Witches who already have a high level of athleticism will find it easier to use their stats to the fullest.

Contact Terminal

Communications from management will be delivered to registered terminals via magic power.
Most witches use smartphones or cellphones as their contact terminals.
However, notebooks are also a possibility.
In this case, text will appear on the page.

Touka Mitsumine

Vastine's real appearance.

Second-year student at Saitama Public High School. 17 years old.
Track team member.
Excels in sports and is generally athletic. Math is her worst subject.
Studying in general is not her forte.

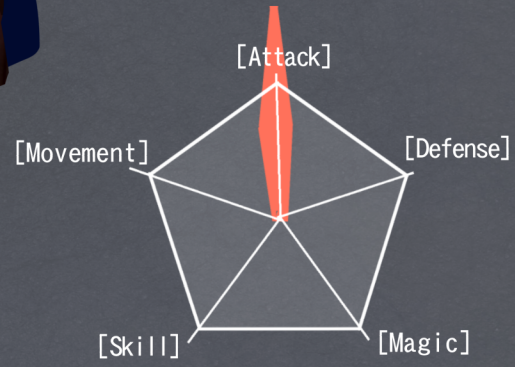
She was scouted to be a witch about a year ago.
She chose the name Vastine because, "It's kinda cute."
She chose her costume because, "Main characters always wear pink and frills!"

She draws a fine line between her likes and dislikes.
She is sweet around those she is close to and blatant about her feelings towards those she dislikes.
Her motto is an eye for an eye.

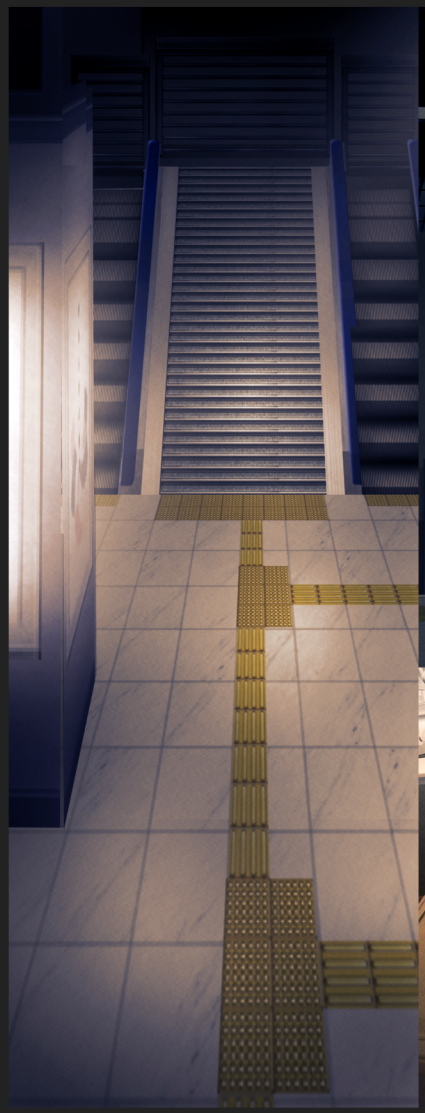
Since her own hobbies take top priority, relationships are low on her list.
Although she has dated people who asked her out,
her neglect of their LINE messages led to a quick breakup.
She prefers them strong.

She is not good at staying still.
In her free time, she does muscle training or anything that keeps her moving.

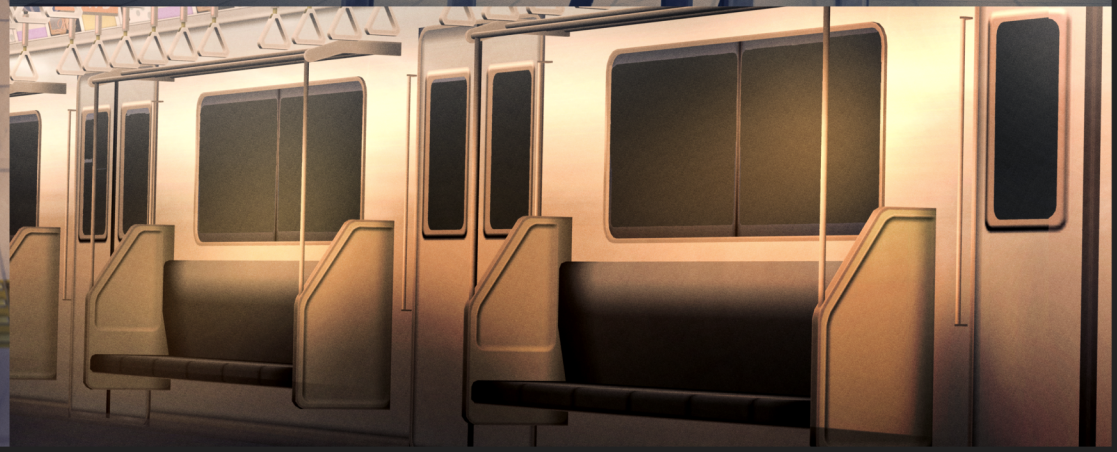
▲Vas's Magic Brooch
She wears it on the backside of her uniform ribbon so as not to lose it when she transforms.



Vas's Stats
She is a powerhouse with high attack stats.
She has only fought against predatory-type monsters and has never defeated the vindictive-type before.

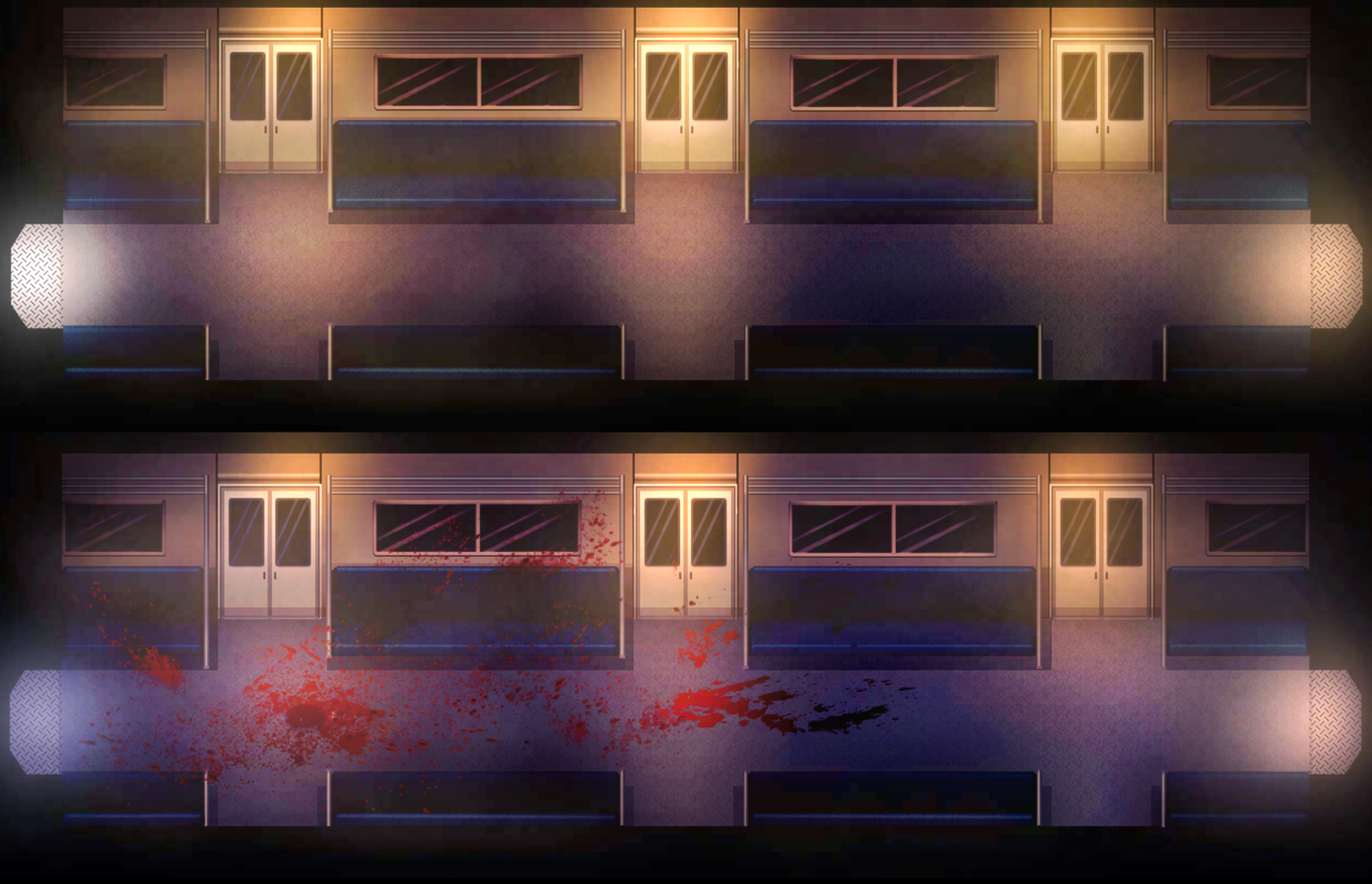


BAR
北通路
North passage



Inside the Train

This is the inside of the Tozai Line train heading to Sizyuhachi Station .
It is the entrance to the target monster barrier.
The members find the corpse of a witch who previously fought the monsters.



Inside the barrier the train cars become looped together and only the weakest connection leads to the next car.
This led to a time lag between the witches' arrival times.

The area around the barrier is filled with miasma, so ordinary people unconsciously avoid it.
This is why there was barely anyone riding the train.
Oblivious people do wander through the barrier and fall prey to the monsters, though.

Sizyuhachi Station is one of the largest stations in Tokyo.
The structure here is different from the actual station
because it was built by a monster.
There are many museums and high-class stores nearby,
and the area is normally well maintained and safe.

Plaza

A meeting place with a modern art sculpture at its center.
It is connected to the shopping building via the Eastern Hallway.

Cafe

Platform

The Tozai Line's underground train platform.
While the original platform is much longer,
only a necessary portion has been taken for the game.

Vacant Room

An empty storage room where a shop used to be.
The door can only be locked from the inside.

Ticket Gate

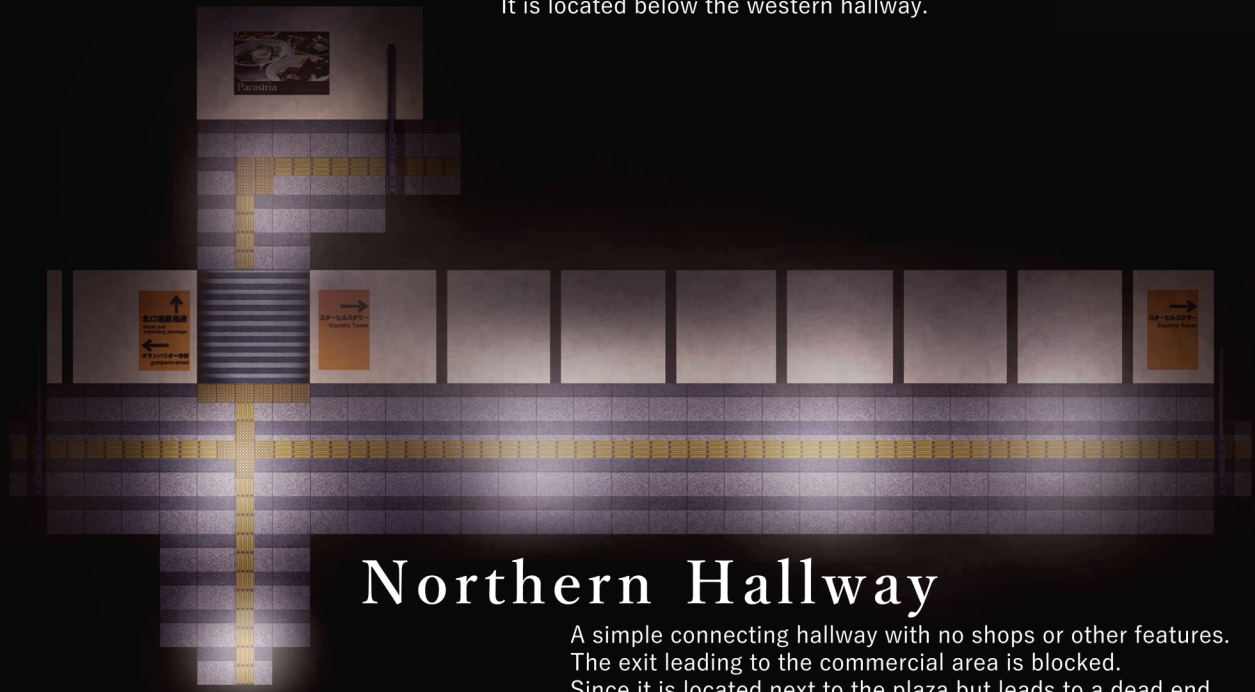
The ticket gate separates the platform from the plaza.

Machinery Room

A room with surveillance monitors.
The only camera working is the one positioned in the elevator hall.
The other cameras were either previously broken or someone recently broke them.

Basement Hallway

The employee corridor on the second basement level.
It is located below the western hallway.

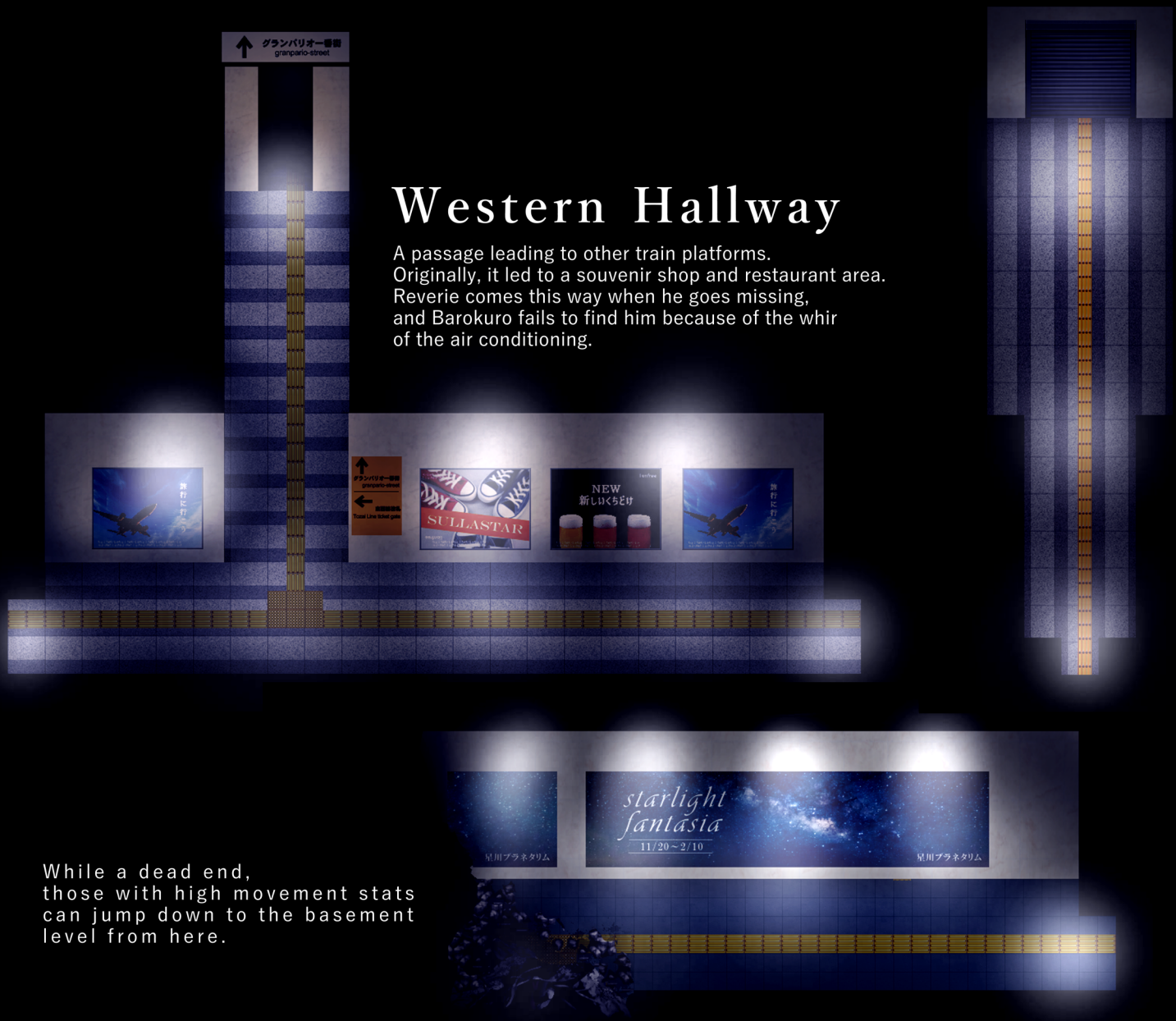


Northern Hallway

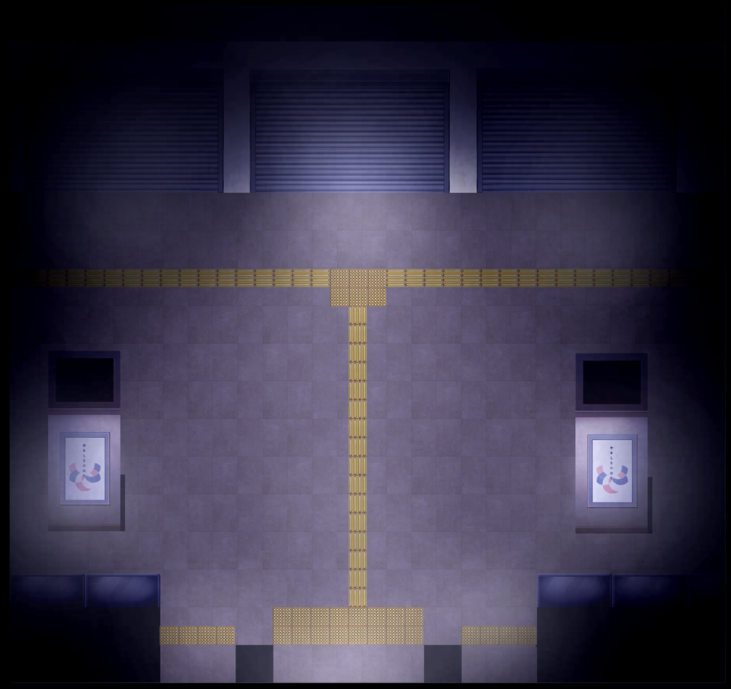
A simple connecting hallway with no shops or other features.
The exit leading to the commercial area is blocked.
Since it is located next to the plaza but leads to a dead end few people use it and it makes a good hiding spot.

Western Hallway

A passage leading to other train platforms.
Originally, it led to a souvenir shop and restaurant area.
Reverie comes this way when he goes missing,
and Barokuro fails to find him because of the whir
of the air conditioning.

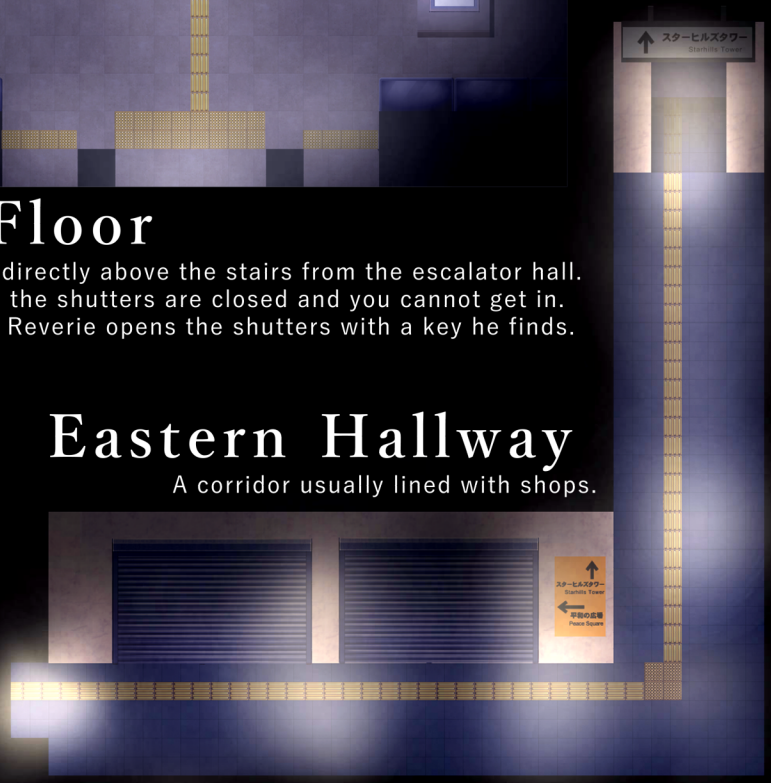


While a dead end,
those with high movement stats
can jump down to the basement
level from here.



2nd Floor

The area directly above the stairs from the escalator hall.
Normally, the shutters are closed and you cannot get in.
However, Reverie opens the shutters with a key he finds.

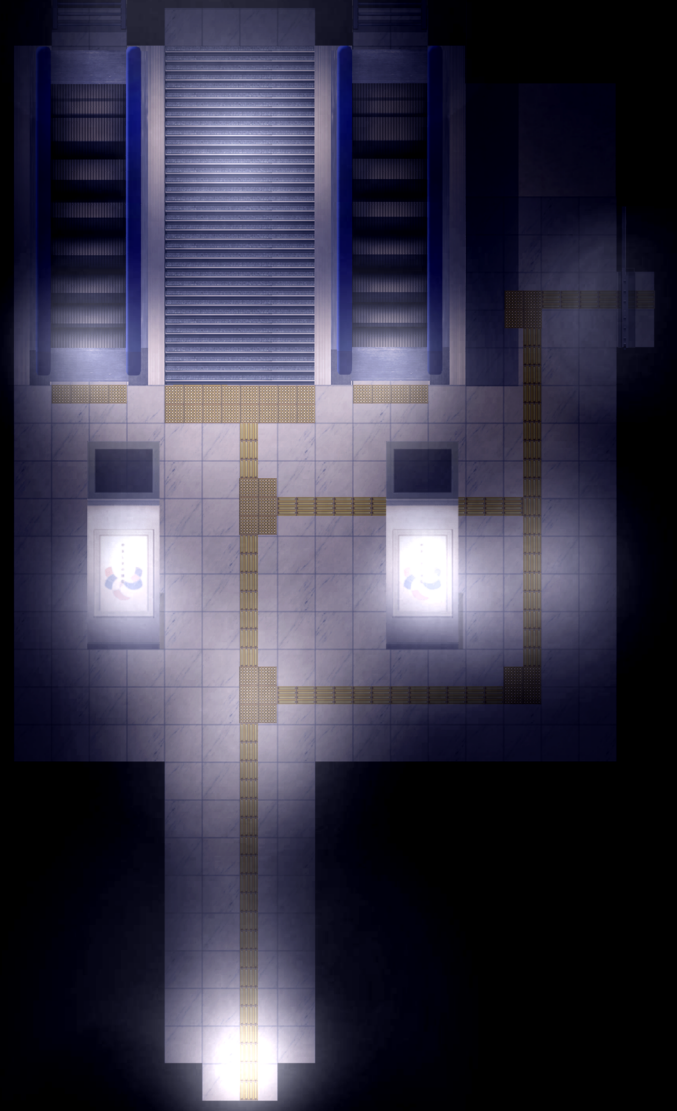


Eastern Hallway

A corridor usually lined with shops.

Escalator Hall

The basement level of a shopping building connected to the station.
If something happens in this area,
it is far enough from the plaza that no one will hear.



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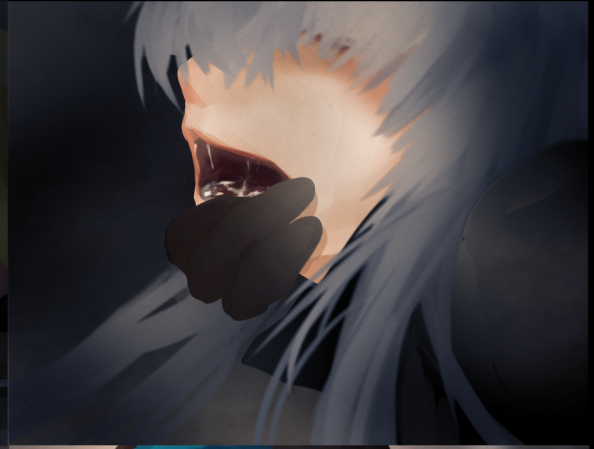
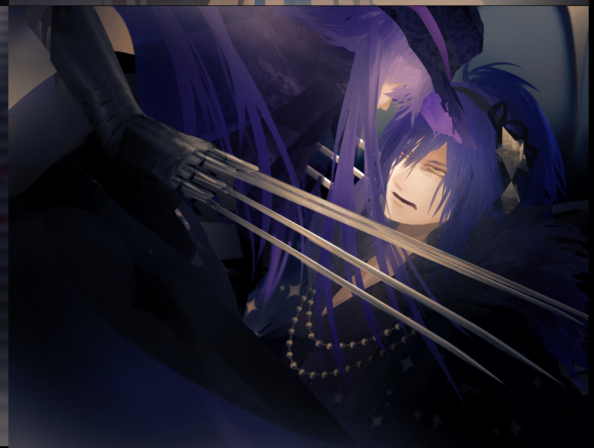
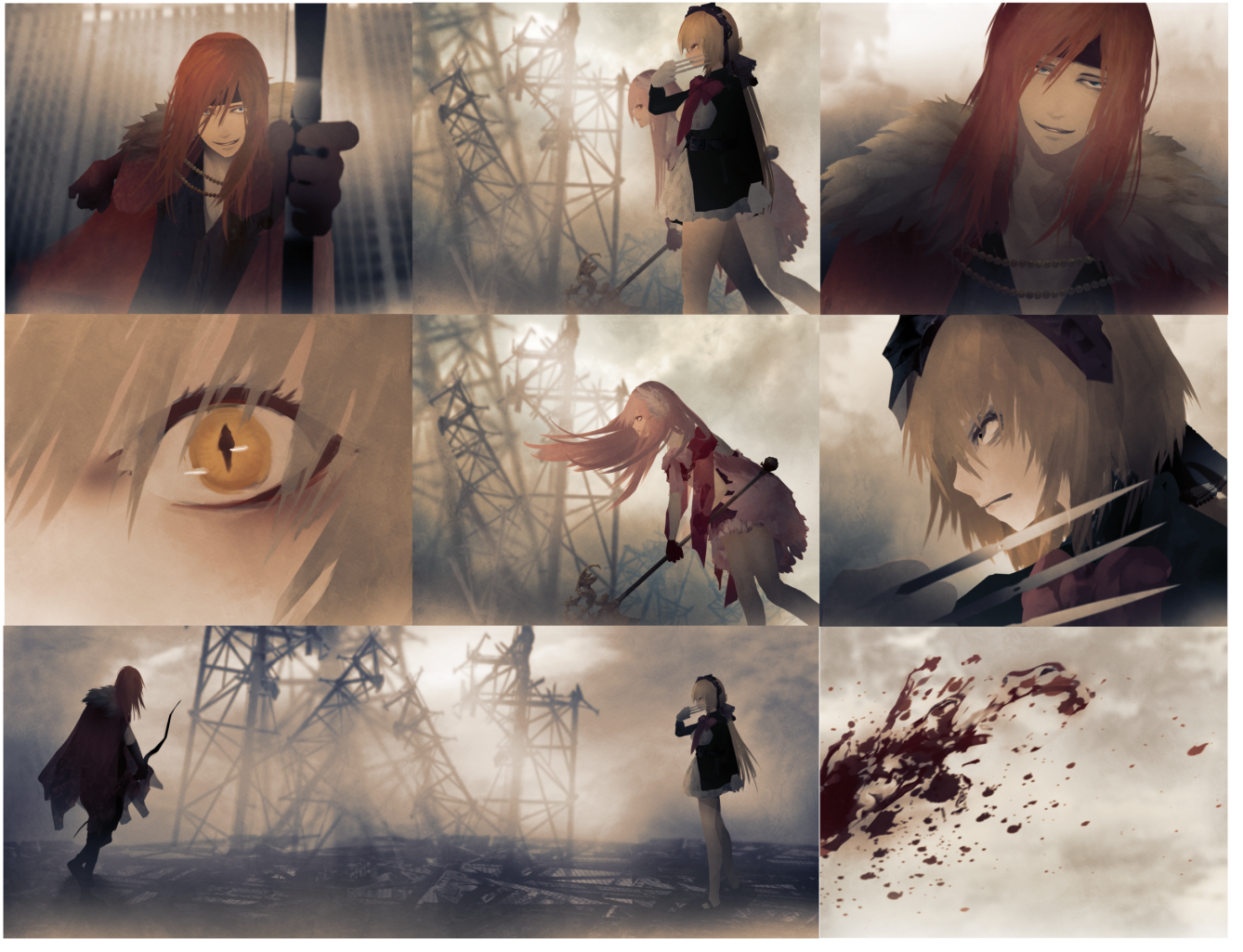
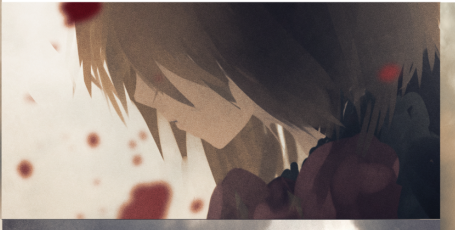


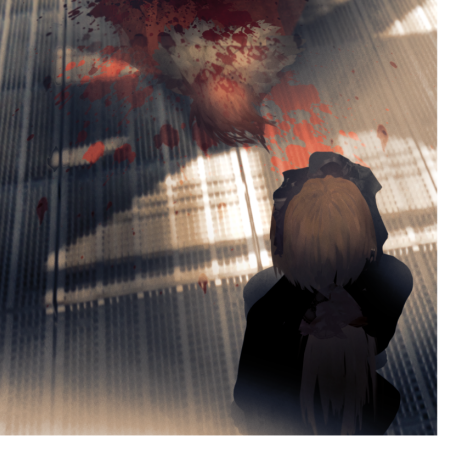


Sky, clouds, and steel set the stage for this first battleground.
The view is great, but watch your step.
Low gravity makes it easier to move, and there is plenty of space.



At the beginning of the game, the sounds of Lily's gun and a bow returning fire can be heard in the distance.
The terrain favors Darim.
He could have put up a better fight if wanted to,
but Darim had no intention of killing the others.





Initial Concept Art

◀ The initial main character concept
She later became the corpse the characters find on the train.

The initial concept for the game was death/otome genre.
Magical boys and girls would enter a battle royale.
Along the way, they would fall in love with each other.
The game system was going to be part visual novel and part puzzle-solving action that would take place over the span of a week.

However, the narrative would break down during such a long timeline, so we made it a one-night story.
A battle royale would make conversation difficult, so we changed it to a closed-room, werewolf-type game.
The buddy system exists to make the relationship between the main character and her partner clear from beginning.

The initial main character was a sweet, ordinary high school girl.
However, this was not my style at all, so I improvised with a new character design.
I created a strong female protagonist and gave her a dark partner.
This protagonist had a reckless, tomboyish personality.
Her partner was a suspicious sadist.
However, this kind of protagonist was difficult to work with.
And if her partner was too mysterious, they would never grow close.

▲The first vas
She was still powerful and boyish back then,but this design made it hard to tell she is a witch.
So I altered it.

So I changed her into a confident yet casual protagonist and named her vas.
I then made her partner, Glassical, someone with a bit of an unhealthy romantic obsession.

I decided to center the narrative around witches because of an old sketch I did of Barokuro that I wanted to revamp and put into one of my games. The old Barokuro had a red and black design and a wild personality, but I turned down his personality a notch to match the strategic atmosphere of the death game.
Izala was around from the very start. He was always going to be a suspicious character who stirs things up. Lo and behold, he didn't change much.
I wasn't sure what to do about Izala's buddy, but I finally settled on Mutsukumo in the final stages of planning. Giginose was another character who I struggled with up until the very final stages.
I wanted to include a male character who was a bit of a loser, but he was difficult to pair with anyone. So I compromised and made Merloa. As I drew her, she become a young, comical character.
Neville and Azumano were originally more magical-girl-like characters.However, their personalities didn't fit the setting,so I simplified them a lot.
Designing the character costumes without much structure makes it less time consuming to draw them and color them in. That's why I used a lot of lace and fur in their outfits.

starlight
fantasia

Creator/Production/Writing/Illustrations/Direction

yatsunagi

八名木

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